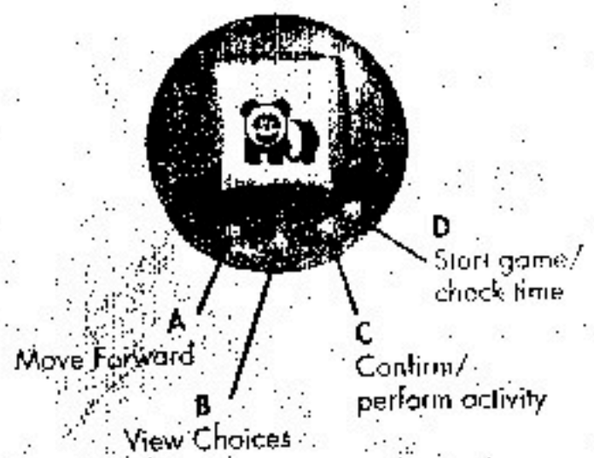
INSTRUCTIONS

CONGRATULATIONS! Panda Byte™ has found a new home with YOU! Carefully read these instructions to become the best Panda Byte parent ever!

Before you start, remove the plastic tag from the back of your Panda Byte™ unit!



MOVING AROUND

Press button **A** to view each icon. Press **C** to confirm. Now press **B** to view choices for this activity. Press **C** again to perform activity.

For instance, press **A** until you see the **FOOD** icon. Then press **C** to confirm that you want to feed her. Press **B** to select from 6 different foods and drinks. Press **C** again to feed Panda Byte™!

CLOCK 00:00

Before you begin, you must set Panda Byte's™ clock to military time. For instance, 06:00 is 6 in the morning. 22:36 is 10:36 at night.

To set the clock, push the reset key on the back of the unit. Push **B** to set each number in the readout. Push **C** to move to the next number. Repeat until you've set the correct hour and minutes. Now push **D** to bring Panda Byte™ to life!

At any time, check the time by pressing **D**.

ATTENTION

Panda Byte™ BEEPs and the **CALL** icon appears when she wants attention. You must decide what she needs! If you do something Panda Byte doesn't like, she will shake her head.

ICONS

There are 9 icons to choose from, each with **LOTS** of activities inside each one – there's nearly **50** in all! Many even have fun animation and music! Read below to find out what each one does!

CHECKUP

Is Panda Byte™ growing up happy, smart and healthy? There are lots of ways to tell! Select this icon several times each day.

Weight and Age

Panda Byte's™ weight is measured in kilograms (kg). This number will get higher as she grows up! The other number is her age. 1 day = 1 Panda Byte year. How old will your Panda Byte grow?

©1997 TRENDMASTERS,INC.

Watch Panda Byte's™ looks change as she gets older!

Age 0-1

Age 2-4

Age 5-9

Age 10-?

Temperature

How's the weather? The temperature is given in degrees CELSIUS. If it's hot, turn on the air conditioner.

Mood

Check Panda Byte's™ moods after she turns 3. The more filled-in hearts, the happier she is. Find different ways to change her mood!

Thirsty

When only 1 or 2 hearts are filled in, Panda Byte™ needs a drink!

Hungry

More filled-in hearts means full and happy. Does Panda Byte™ need to be fed?

IQ

How smart is Panda Byte™? The more hearts that fill in, the smarter she is! There's lots of ways to make her smarter.

FOOD AND DRINK

Yummy meals make Panda Byte™ grow healthy and happy. Choose from 2 drinks and 4 different foods. As a baby, Panda Byte will only drink milk. But when she grows up, she needs a balanced diet. It's fun to discover which new foods Panda Byte will eat as she gets older!

Bottle ——

Water ——

Bread ——

Candy ——

Apple ——

Bamboo ——

GAME

Play 2 games together! There's fun animation and music with each one!

Shell Game

Rock Paper Scissors

1. Press **C** to get into game mode.
2. Press **B** to choose from Shell Game or Rock Paper Scissors.
3. Press **C** and ask Panda Byte™ to play (if she doesn't want to play, she will shake her head "no").
4. Press **B** to pick Rock, Paper or Scissors or to pick the shell where you think Panda Byte is hiding.
5. Press **C** to confirm

Panda Byte will make her move. She's happy when she wins and grouchy when she loses. After 3 games, the score will appear on the screen. Press C to play again.

ITEM #A0580 PRINTED IN CHINA

TRAINING AND DISCIPLINE

When she's old enough, you can train Panda Byte™! Just watch her IQ go up! You can also use this function to praise Panda Byte when she does well and discipline her when she's naughty.

Hula Circle
When she's old enough, Panda Byte™ can learn to Hula Circle!

Reading
Panda Byte™ can read when she turns 2. The more she reads, the smarter she grows!

Swing
When she gets a little older, Panda Byte™ can even swing!

Comfort
Most of the time, Panda Byte™ loves to be petted and comforted. Do this if she's been good, or when she's feeling sad.

Discipline
Discipline Panda Byte™ to keep her well behaved. Perform this activity if she won't eat or play after beeping for attention. Always balance discipline with love!

MEDICINE

When a skull appears on the screen, Panda Byte™ is sick and needs your care. You must decide whether she needs medicine, a shot or an ambulance ride to the doctor.

Medicine ***Shot*** ***Ambulance***

EXERCISE

Panda Byte™ knows 3 different exercises. When she's old enough, she will lift weights, swim and play golf. Exercise keeps her happy and healthy!

Swimming

WIN ***LOSE*** S.O.S.

Weight lifting

WIN ***LOSE***

Golf

WIN ***LOSE***

WEATHER

If a weather face appears on screen, make sure Panda Byte™ is properly dressed. Go to the weather icon and select an accessory. It's up to you to find out whether she needs a scarf, an umbrella or a cap.

Windy

Rainy

Sunny

Scarf

Umbrella

Cap

HOME ENVIRONMENT

Make Panda Byte's™ home a fun place to live! Press C to turn each appliance off and on.

Lights

Turn the light off when Panda Byte™ falls asleep. Sometimes she turns the light back on herself!

Radio/Sound

The radio icon controls Panda Byte's™ sound effects and music. Turn the sound off and take Panda Byte anywhere!

TV

Turn on the TV to stop all the functions. Panda Byte™ will watch TV patiently and not ask for your attention until you turn the TV off or until she wakes up in the morning

Air Conditioner

When the temperature gets too high and the thermometer icon reaches 19°C, turn on the air conditioner to make Panda Byte™ comfortable. Turn it off when the temperature returns to normal (13°C).

BATHROOM

Keep Panda Byte™ happy and healthy with regular grooming!

Toilet

When Panda Byte™ leaves droppings in her room, you must clean up right away or she'll become sick.

Sponge

Clean Panda Byte's™ face every day and she'll grow up healthy and beautiful.

Shower

Give Panda Byte™ a shower each day to keep her clean and healthy.

FRIENDS

When Panda Byte™ turns 10, she will change into one of the 5 grown up characters – Jumbo, Clown, Jasper, Nini or Tiny depending on how you feed and treat her!

Jumbo Clown Jasper Nini Tiny

Also her friends can come over to play. A different panda will visit every day! It's fun to watch them play together. Who will Panda Byte™ becomes friends with and who will she ignore? Watch them kiss, hold hands or walk away!

RUN AWAY

Sometimes Panda Byte™ runs away. She will do this if :

1. ***She's moody or naughty***
2. ***If you do not comfort her after she fails her training***

She'll be back soon. Don't worry!

SLEEP zZZ

Panda Byte's™ bedtime is around 21:00. Turn out the lights when she's sleeping. Once the lights are out, you cannot view icons or perform activities until Panda Byte wakes up in the morning. Make sure to turn the lights back on!

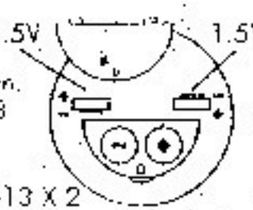
GAME OVER

Panda Byte™ can die from poor health or old age. If she dies, press the button on the back of the unit to reset the game. Set the clock (see page 7) and start the growing process all over.

OOPS!

Don't drop Panda Byte™! The unit may reset and start the growing process all over!

TO REPLACE BATTERIES:
Unscrew hatch on back as shown. Replace old batteries with AG13 button cell batteries observing polarity



CAUTION. Batteries should be replaced by an adult.

- Do not mix old and new batteries. Do not mix Alkaline, Standard(Carbon-Zinc), or Rechargeable(Nickel-Cadmium) Batteries
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited
- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- The packaging has to be kept since it contains important information